JAYYANT JAJU

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EDUCATION

Manipal Institute of Technology
B.Tech in Computer Science and Engineering
(spec. Cyber Security) 2023 - 2027 | Bengaluru, India

SKILLS

Technical: Python, GDScript, HTML, CSS, JavaScript, OracleDB, C++, C, Linux, git, React
CyberSecurity: NMap, Wireshark, Intrusion Detection, Cipher Algorithms, RSA, AES-DES
Software: Adobe Photoshop, Adobe Premiere Pro, Aseprite, Blender

COURSEWORK

Data Structures and Algorithms
Object-Oriented Programming
Database Management Systems
Design and Analysis of Algorithms
Advanced Cryptography
Cyber Security and Forensics
Number Theory and Cryptography
Embedded Systems Problem Solving Using C

LINKS

Github://jayyant
Itch://juffydev
LinkedIn://jayyantjaju
Leetcode://scuffyD

CLUBS AND ACTIVITIES

Part of the Organizing Committee for Falak, MIT's yearly cultural fest

PROJECTS

Encryption Checker

- Extended a React/Node.js chat app with LAN hosting and connectivity fixes. ***[project link]*** - Integrated RSA + AES-CBC hybrid encryption for secure message transit.
- Built a browser tool to audit traffic encryption, validated with Wireshark.***Tech stack:*** JavaScript, React, Node.js, Socket.IO, node-forge, Wireshark

Sudoku Solving Bot

- Developed a Python-based Sudoku solver using OpenCV, PyAutoGUI, and NumPy todetect Sudoku grids from live screenshots, recognize board states, and autonomously solve browser-based puzzles.
- Implemented a hybrid rule-based and reinforcement learning approach that iterativelyimproved solving strategies over successive training generations, enhancing accuracy and performance.

Tech stack: Python, OpenCV, PyAutoGUI, NumPy, Reinforcement Learning, Computer Vision, Image Processing

Renegade (2D Video Game) ***[project link]***

- Designed a 2D RPG-Platformer game in the Godot game engine in 7 days.
- Made for Brackeys' Game Jam 2025.1, a game development contest with over 2,000 entries.
- Created all character assets in Aseprite and Photoshop.
- Gained experience in environment building and finishing the gameplay loop.
- Optimized player experience by fixing bugs and thorough play testing.
- Game ratings: https://itch.io/jam/brackeys-13/rate/3349960 ***Tech stack:*** GDScript, Godot, Aseprite, Photoshop

Degrees to Death (3D Video Game)

- Developed a 3D Survival/Immersive Sim/Psychological Thriller game in the G ***[project link]*** engine.
- Developed custom RigidBody3D player movement, force application, linear dampingoverrides, and physics-based object carrying mechanics in Godot.
- Implemented persistent resource-driven state management, multi-scene flows, videoplayback integration, and interactive in-world computer terminal systems. ***Tech stack:*** C++, Godot, Blender, Photoshop, Adobe Premiere Pro, Bandlabs

EXPERIENCE

AiCade | JS Developer, AI Game Developer Internship

Jun '25 - Sep '25 | Bangalore, India — Internship certificate

- Developed modular 2D browser games using JavaScript, recreatipopular Flash and mobile games.
- Designed and implemented reusable gameplay systems and UI components to supportrapid prototyping and AI-editable game structures.
- Produced and optimized game assets using Aseprite and Adobe Photoshop for improvedvisual consistency and performance.
- Collaborated with a team of interns to conduct playtesting, provide structured feedback,and perform A/B testing to improve gameplay balance and user experience. - Worked within standardized development SOPs to ensure scalable, maintainable, and AI-trainable game code.

Tech stack: JavaScript, HTML5, Adobe Photoshop, Aseprite ExcitingLives.com | Graphic Design, UI/UX Design Inte

Jun '24 - Jul '24 | New Delhi, India — Internship certificate

- Generated engaging and visually appealing Instagram posts for s
- Delivered clear, actionable UI/UX feedback to improve the overall website experience.
- Utilized Figma for webpage design and prototyping.
- Collaborated on visual assets using Adobe Photoshop.***Tech stack:*** Figma, Adobe Photoshop

CERTIFICATIONS

Web Development Fundamentals - IBM SkillsBuild